Franklin®

NYT-100 SET

The New York Times®

SET

User's Guide
www.franklin.com

License Agreement

Please read the following safety warnings and precautions before using your device. **Note**: If this device is to be used by young children, this User's Guide should be read to them by an adult and their use of the device should be monitored. Failure to do so may cause injury.

Introduction

Congratulations on your purchase of The New York Times® electronic, handheld version of the award-winning, classic game: SET®. It is a game of visual perception and logic, perfect for adults and kids alike, anyone looking to have fun while being challenged. It will provide hours of entertainment.

Battery Precautions

Your device is powered by three AAA, 1.5-volt batteries.

• Non-rechargeable batteries are not to be recharged. Never recharge batteries that come with the device.
• Rechargeable batteries are to be removed from the device before being charged.
• Rechargeable batteries are only to be charged under adult supervision.
• Do not mix old and new batteries.
• Only batteries of the same or equivalent type as recommended are to be used.
• The supply terminals are not to be short-circuited.
• Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
• Always remove a weak or dead battery from the device.
• To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
• Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
• Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Product Care

Your device is designed to be light, compact, and durable. However, it is an electronic device and must be treated carefully. Putting unnecessary pressure on it or striking the device against other objects can cause damage.

In order to avoid damage to your device, please:

• Do not drop, crush, bend, or apply excessive force to the device.
• Do not expose your device to moisture, extreme or prolonged heat, cold, humidity, or other adverse conditions. Avoid storing it in damp, humid or wet places. It is not waterproof.
• Clean the device by spraying a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on your device.
• Should the device's display glass break, properly dispose of the product avoiding contact with your skin, then wash your hands immediately.
• Please keep screen protectors and plastic bags away from babies and children to avoid danger of suffocation.

Understanding Your Device
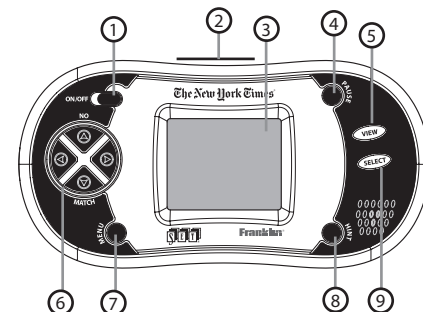
1) ON/OFF	2) Battery Compartment
3) Screen	4) PAUSE
5) VIEW	6) Navigation Keys
7) MENU	8) HINT
9) SELECT	

Key Guide

Main Keys

ON/OFF — Slide switch to turn the unit on and off.

MENU — Displays main menu.

SELECT — Select or deselect a card.

PAUSE — Pauses game. Press **PAUSE** again to resume the game

HINT — Shows hint. Subtracts penalty from score.

VIEW — Displays an alternate screen during some games

Direction Keys

Move selection up ▲, down ▼, left ◄, or right ► in a game or menu.

Combination Keys*

▲ + ▼ — Press **NO** and **MATCH** (▲ and ▼) at the same time. Selects "No Match" during Advanced or Expert level *Classic*, *Timed*, or *Arcade* games.

Getting Started

1. **Install the batteries.**
   Please see "Installing or Replacing the Batteries" for more information.
2. **Press MENU.**
   The main menu displays a list of the four game variations, an options submenu, and a game instructions submenu.
3. **Select a game using the navigator button.**
   Choices are *Classic, Timed, Puzzle,* and *Arcade*.
4. **Press SELECT.**

Installing or Replacing the Batteries

Your unit is powered by three AAA batteries. Follow these easy instructions to install or replace them. Replace the battery when you see the low battery indicator. Please have a small screwdriver at hand before you follow the steps below.

Warning: When replacing the batteries, any settings you have changed and recorded high scores will be erased.

1. **Turn your unit off and turn it over.**
2. **Use a screwdriver to unscrew the battery cover screw.**
3. **Push gently on the tab of the battery cover to remove it.**
4. **Remove the old batteries, if necessary.**
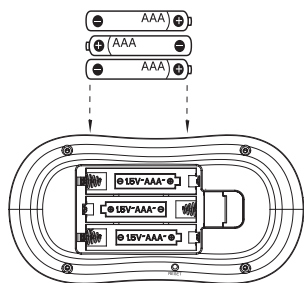
5. **Install the batteries following the +/- markings in the battery compartment.**
   Important: Be sure that the batteries are installed correctly. Wrong polarity may damage the unit.
6. **Replace the battery cover and secure it with the screw.**

Resetting Your Device

If the keys don't work or if the screen performs erratically, perform a system reset by following the steps below

1. **Use a paper clip to gently press the reset button.**
   The reset button is in a pin-sized hole on the back of the device below the battery compartment.
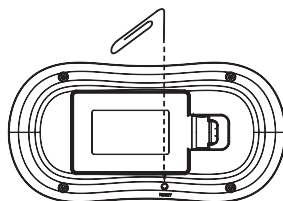
Caution! Pressing the reset button with more than light pressure may permanently disable your device. In addition, resetting the device may erase settings and high scores.

Game Rules

The object of the game is to find three cards that make a *SET*. A *SET* consists of three cards where each individual feature is either the same on all three cards or different on all three cards.

The features are –
Shape (ovals, squiggles, or diamonds)
Color (red, green, or purple)
Number (one, two, or three symbols)
Shading (solid, outlined, or striped)

Examples

This is a *SET*. All the cards have the same color (for example purple), all have the same shape (diamonds), all have a different number of symbols, and they are all shaded the same.

This is a *SET*. All the cards are a different color, (for example, red, green, and purple), all have the same shape, all have the same number of symbols, and they are all shaded the same.

This is a *SET*. All the cards have different colors, (for example, red, green, and purple), all have different shapes, all have a different number of symbols, and they are all shaded the same.

Selecting a SET

1. **Use up ▲, down ▼, left ◄, or right ► to select a card.**
2. **Press SELECT.**
   A small black dot appears in the top left corner of selected cards.
3. **Repeat for the second and third cards.**
   When you select the third card, the computer accepts this as your SET. If your SET is valid, the selected cards flash three times and the computer adds points to your score. If the SET you selected is not valid the computer notifies you that the SET is not valid and then deducts points from your score.

Scoring

In the *Classic* game, your score increases by 5 points each time you select a valid *SET*. If you select a *SET* that is not valid, your score decreases by 5 points.

In the *Timed* and *Puzzle* games, your score is counted in minutes and seconds.

In the *Arcade* game, your score is counted in number of *SETs* found in the allotted time. The allotted time changes as you pass each skill level.

If you press **HINT**, you are penalized points, depending on skill level.

Your final score or time is displayed at the end of a game.

Classic Game

In a *Classic* game the object is to achieve the highest score by finding more *SETs* than the computer does in a single deck of cards.

A number of cards are displayed on the screen. Find as many *SETs* as you can, until all the cards in the deck are used. The 3 cards of each valid *SET* you select are replaced with 3 new cards from the deck, until the deck is used up.

The following shows how much time you have before the computer takes its turn and picks a *SET*.

Skill Level	Time to Find a SET (Classic game)
Beginner	30 seconds
Intermediate	15 seconds
Advanced	9 seconds
Expert	6 seconds

Each *SET* you find adds 5 points to your score; an incorrect *SET* you select deducts 5 points. Each valid *SET* the computer selects adds 5 points to the computer's score.

Pressing **HINT** during a *Classic* game deducts 1, 2, 3, or 4 points from your score based on skill level.

The number of cards in a deck is determined by choosing either 3 features or 4 features in the OPTIONS submenu. The computer speed is based on the skill level chosen in the options submenu.

If *No Match* is selected correctly, 5 points are added to your score. If *No Match* is selected incorrectly, 5 points are deducted from your score. In a *Classic* game, the *No Match* option is available only at the *Advanced* or *Expert* levels.

Timed Game

In a *Timed* game, the object is to find all the *SETs* in one deck in the shortest length of time. A lower time is a better score.

Cards are displayed on the screen and the clock starts counting up from zero. Find as many *SETs* as you can until all the cards in the deck are used. The 3 cards of each valid *SET* you select are replaced with 3 new cards from the deck until the deck is used up. The 3-feature game has 27 cards in the deck; the 4-feature game has 81 cards.

Pressing **HINT** during a *Timed* game will add a 15-second penalty to your score.

In a *Timed* game, The *No Match* option is only available at the *Advanced* or *Expert* level.

Puzzle Game

In a *Puzzle* game, you are shown only one screen of cards and must find all the *SETs* possible on the screen. You must reuse the cards on the screen to find all the different *SETs*. A lower time is a better score, with the clock starting to count up from zero.

The number of *SETs* available and the number of *SETs* found are displayed at the top of the screen. There are four total *SETs* for the 3-feature game and six total *SETs* for the 4-feature game. The game ends when the last correct *SET* is found.

Press **VIEW** to toggle between the game and a list of the *SETs* already found. To return to the game, press **VIEW** again.

Pressing **HINT** during a *Puzzle* game will add a 30 second penalty to your score.

The *No Match* option is not available in the *Puzzle* game.

Arcade Game

In an *Arcade* game, you are given a time limit to find as many *SETs* as you can. The clock counts down from the initial time limit. The initial time limit is is based on the skill level setting for the game: 10 minutes for *Beginner*, 6 minutes for *Intermediate*, 4 minutes for *Advanced*, or 2 minutes for *Expert*. Within each game, there are levels. After each level is passed, time is added to the time limit. The amount of time added is based on the skill level setting. For every two *SETs* found, the game moves to the next level, with less and less time added to the time limit as you increase in game levels.

The *Arcade* game is scored by the number of *SETs* found. The higher the number of *SETs*, the better your score. No points are deducted for incorrect *SETs*. 5, 10, 15, or 20 seconds is subtracted from your play time each time you use **HINT** in this game. The number of seconds subtracted increases according to the skill level chosen.

The *No Match* option is only available in an *Arcade* game at the *Advanced* or *Expert* level.

HINT Button

If you are stuck and cannot find a *SET*, you can press **HINT** and the computer will find a *SET* for you. The *SET* will flash three times and the cards will be replaced. Or, you can continue to look for a *SET* yourself without help from the computer, but then you risk having a higher time or taking more time to complete the game in *Timed* or *Arcade* games.

Using the **HINT** button will deduct the following penalty from your score:

Game	Beginner	Intermediate	Advanced	Expert
Classic	Deducts 1 point	Deducts 2 points	Deducts 3 points	Deducts 4 points
Timed	Adds 15 seconds	Adds 15 seconds	Adds 15 seconds	Adds 15 seconds
Puzzle	Adds 30 seconds	Adds 30 seconds	Adds 30 seconds	Adds 30 seconds
Arcade	Deducts 5 seconds from the play time	Deducts 10 seconds from the play time	Deducts 15 seconds from the play time	Deducts 20 seconds from the play time

"No Match" Condition

At the *Advanced* and *Expert* levels of the *Classic, Puzzle*, and *Arcade* games, there is one chance in 50 that the 9 or 12 cards displayed cannot form a *SET*. If you correctly choose **NO MATCH** (press ▲ and ▼ at the same time), the computer reacts as if you had correctly selected a valid *SET* of three cards. If a *SET* does exist on the screen, then the computer reacts as if you had selected an invalid *SET*.

Customizing Your Game

You can change the skill level and make other changes using the OPTIONS menu.

1. **Press MENU.**
2. **Select OPTIONS from the menu.**

Features Option

You can select the number of features (color, shape, shading, number) that will show on the cards, either 3 or 4. For example, you can reduce the number to 3 so that only three of the four features will be part of the game play and the fourth feature will be the same or constant across all the cards. The feature to be the same on all the cards will be randomly chosen by the computer when you start a game. This reduces the number of playable cards in a game from 81 to 27.

Skill Level Option

You can change the skill level for all the games. In *Classic*, changing the skill level varies the amount of time before the computer takes its turn. In *Arcade*, it varies the amount of time originally given and also the amount of time added after a *SET* is found.

Choosing *Advanced* or *Expert* adds the *No Match* possibility to your game in *Classic*, *Timed*, and *Arcade*.

The skill level setting also adjusts the amount of time before the auto-hint appears (if Auto-hint is set to ON).

Auto-hint Option

You can choose whether to let the computer give you an automatic hint if you don't select a card within a specified length of time. The time depends on skill level chosen. When the Auto-hint option is set to ON, the computer briefly highlights two cards that are members of a *SET*. You then need to select those two cards given in the hint and find the third card for the *SET*.

There are no penalties if you use Auto-hint.

The amount of time before the Auto-hint cards are highlighted:

Game	Beginner	Intermediate	Advanced	Expert
Classic	20 seconds	10 seconds	No Auto-Hint	No Auto-Hint
Timed	20 seconds	30 seconds	45 seconds	60 seconds
Puzzle	20 seconds	30 seconds	45 seconds	60 seconds
Arcade	20 seconds	25 seconds	30 seconds	40 seconds

Auto-shutoff Option

Auto-shutoff sets the time to wait before automatically shutting off the device if a key hasn't been pressed.

You can choose 5, 10, or 15 minutes or you can choose to disable Auto-shutoff.

Caution! If you disable Auto-shutoff and then leave your device turned on, it will stay on until the batteries are completely drained.

Auto-shutoff is a sleep mode.

1. **To waken from sleep mode, press PAUSE.**

As long as the power switch remains in the ON position, the game will resume where you left off when awakened from sleep mode.

If you slide the ON/OFF switch to OFF during a sleep mode, your current game will be lost. When you turn the game back on, you will have to start over.

High Score Option

The High Score function displays the highest (or best) score for each game. The *Timed* and *Puzzle* games display the lowest or fastest time rather than a high score. If a high (or best) score hasn't been recorded for a game, zero will be displayed.

1. **To clear the scores, press and hold the right arrow ▶ for 3 seconds.**
2. **Use ▼ or ▲ to select whether to clear the scores or cancel.**
3. **Press SELECT.**

Game Instructions Option

This option displays instructions on how to play the games.

1. **Use ▼ or ▲ to select general instructions or instructions for a particular game.**
2. **Press SELECT.**
3. **If instructions are too long to fit on the screen, use ▼ or ▲ to move down or up a page.**
4. **To return to the menu, press SELECT.**

End of Game

In *Classic*, *Timed*, and *Arcade* games, play continues until all the cards in the deck have been displayed and played. At the end of play, there will be 9 or 12 cards remaining on the screen.

In the *Puzzle* game, play continues until all possible *SETs* are found.

Exiting the Game

1. **To exit a game or start a new one, press MENU.**
2. **Select one of the following:**
   - **Exit to Main Menu**
   - **Start a New Game**
   - **Cancel (resume game)**

The Cancel option appears only if MENU is pressed during game play before the end of the game is reached.

Specifications

Model: NYT-100SET The New York Times® SET®
- Batteries: three, AAA
- Size: 125 x 59 x 23 mm

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ISBN 978-1-59074-489-5

CE FC N681

Recycling and Disposal

✓ **Device Disposal** 🗑

This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.

✓ **Packaging Disposal**

Please save this User's Guide and all packing materials, as they contain important information. In case of disposal, please refer to your local recycling system.

✓ **Battery Disposal**

Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset button, by turning it **ON** then **OFF**, or by removing and replacing the batteries.

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient or relocate the receiving antenna.

-Increase the separation between the equipment and receiver.

-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

-Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Disclaimer of Warranties

Except as specifically provided herein, Franklin makes no warranty of any kind, express or implied, with respect to this product.

Limited Warranty (U.S. only)

LIMITED WARRANTY, DISCLAIMER OF WARRANTIES, AND LIMITED REMEDY

FRANKLIN WARRANTS TO THE ORIGINAL PURCHASER THAT THIS PRODUCT WILL BE FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF ONE (1) YEAR FROM THE ORIGINAL DATE OF PURCHASE AS EVIDENCED BY A COPY OF THE SALES RECEIPT. THIS LIMITED WARRANTY DOES NOT COVER DAMAGE DUE TO ACTS OF GOD, ACCIDENT, MISUSE, ABUSE, NEGLIGENCE, MODIFICATION, UNSUITABLE ENVIRONMENT, OR IMPROPER MAINTENANCE. THE SOLE OBLIGATION AND LIABILITY OF FRANKLIN, AND THE EXCLUSIVE REMEDY UNDER THIS LIMITED WARRANTY, IS REPAIR OR REPLACEMENT AT THE SOLE OPTION OF FRANKLIN AND THIS REMEDY APPLIES ONLY IN THE CASE IN WHICH FRANKLIN DETERMINES THAT THE PRODUCT WAS DEFECTIVE AND THAT THE DEFECT AROSE WITHIN THE DURATION OF THE LIMITED WARRANTY. THIS REMEDY IS THE EXCLUSIVE REMEDY FOR BREACH OF THIS WARRANTY. THIS WARRANTY GIVES YOU CERTAIN RIGHTS; YOU MAY ALSO HAVE OTHER RIGHTS THAT MAY VARY FROM JURISDICTION TO JURISDICTION.

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Warranty Service: If you think your product is defective, call Franklin's Customer Service Desk, 1-800-266-5626, to request a return merchandise authorization ("RMA") number, before returning the product (transportation charges prepaid) to:

Franklin Electronic Publishers, Inc.
Attn: Service Department
One Franklin Plaza
Burlington, NJ 08016-4907

If you return a Franklin product, please include your name, address, telephone number, a brief description of the defect and a copy of your sales receipt as proof of your original date of purchase. You must also write the RMA prominently on the package if you return the product; otherwise there may be a lengthy delay in the processing of your return. Franklin strongly recommends using a trackable form of deliver to Franklin for your return.

Limited Warranty (EU and Switzerland)

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of two years from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.

Limited Warranty (outside U.S., EU and Switzerland)

Notwithstanding the disclaimer of warranties above, this product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin to be free of defects in materials or workmanship for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect in workmanship or materials during that time.

Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.